

**C**ontrol your grid cycle to outmanoeuvre the red grid cycle inside the computer. You can only change the direction of motion and you can not stop. There is also a time limit.

The controls are 'Z', 'X', '\*', '?' to move left, right, up and down respectively, or use joysticks (ANHO1 types are suitable).

The program is totally compatible with the disc system, so disc-owners can type in the program without any modifications.

When you finish typing in listing 1 save it under the name 'GRID' then type in listing 2. This must be saved under the name 'CYCLES' and saved after the first program. The first program will chain in the second program automatically.

# GRID

```

10REM ....GRID CYCLES....
20REM Copyright (C) 1983
30REM By Shingo Sugiura
40
50PROCinit
60MODE7:PROCInstructions
70CHAIN"CYCLES"
80END
90
100DEFPROCInstructions
110PRINTCHR$129CHR$157TAB(13)CHR$131CHR$141"GRID CYCLES"
120PRINTCHR$129CHR$157TAB(13)CHR$131CHR$141"GRID CYCLES"
130PRINTTAB(10)CHR$130"By Shingo Sugiura"
140PRINT"Control the"CHR$134"blue"CHR$135"cycle to outma
noeuvre"
150PRINT"the"CHR$129"red"CHR$135"grid cycle inside the com
puter."
160PRINT"The cycles can only change direction and";
170PRINT"can not stop. If you hit the trail left behind or
go off the edge of the games"
180PRINT"grid you will be immediately de-rezzed."
190PRINTCHR$129"Q"CHR$131"No sound. "CHR$129"S"CHR$131"
Sound on."
200PRINTCHR$129"DELETE"CHR$135"or"CHR$129"FIRE "CHR$135"
Freeze"
210PRINTCHR$129"COPY"CHR$135"or"CHR$129"FIRE "CHR$135"C
ontinue"
220PRINTCHR$131"Z"CHR$129"-"CHR$135"Left "CHR$131"X"CHR
R$129"-"CHR$135"Right"
230PRINTCHR$131"*"CHR$129"-"CHR$135"Up "CHR$131"? "CHR
$129"-"CHR$135"Down"
    
```



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# CYCLES

BY SHINGO SUGIURA  
FOR BBC MODEL B

```
240PRINT"CHR#131"Joystick compatible."
250IF PAGE=&1900 PROCdisc
260IF PAGE=&E00 THEN PRINTTAB(1,23)CHR#134CHR#136"Please 1
eave tape running.":VDU28,24,20,39,17
270ENDPROC
280
290DEFFPROCinit
300ENVELOPE1,6,0,0,0,1,1,1,126,-4,-1,-4,126,80
310ENVELOPE2,4,6,-3,-3,4,2,2,0,0,-1,0,63,58
320TV0,1
330TV255,1
340ENDPROC
350DEFFPROCdisc
360PRINTTAB(1,23)CHR#134CHR#136"Press the SPACE BAR to con
tinue":
370REPEAT
380REPEAT A=GET:UNTIL A=32 OR A=81 OR A=83
390IF A=81 THEN *FX210,1
400IF A=83 THEN *FX210,0
410UNTIL A=32
420ENDPROC
```

```
10opt=-1:HI%=-0:DIMUX(1,10)
20MODE1:VDU23;10,32;0;0;0;
30REPEAT SC%=-0:killed=-1:limit=200
40REPEAT PROCSTART
50PROCinit
60REPEAT
70PROCplayer1
80PROCcomp_move
90UNTIL win OR death:IF win PROCwin
100UNTIL death:PROCdeath
110UNTILFALSE
120END
130DEFFPROCSTART
140I%=16:CIX%=I%:limit=limit-20
150ENDPROC
160DEFFPROCinit
170VDU12,19,1,4;0;19,2,6;0;19,3,1;0;17,3
180win=FALSE:death=FALSE:killed=killed+1:time=limit
190PRINTTAB(0,31)"1 UP ":SC%:TAB(14,31)"TIME:":time:TAB(28
,31)"HIGH:":HI%;
200GCOL0,1
210FOR X%=0 TO 1248 STEP1%
220MOVEX%,32:DRAWX%,1008
230NEXT
240FOR Y%=32 TO 1023 STEP1%
250MOVE0,Y%:DRAW1248,Y%
260NEXT
270GCOL0,3:MOVE0,32:DRAW1248,32:DRAW1248,1008:DRAW0,1008:D
RAW0,32
280PX%=I%*2:PY%=(RND(768/I%)+2)*I%:PROCmat(PX%,PY%):IX%=0:
IY%=I%
290CX%=1248-2*I%:CY%=(RND(768/I%)+2)*I%
300PROCmat(CX%,CY%):CIX%=0:CIY%=-CIX%:DIR=3
310ENDPROC
320DEFFPROCplayer1
330SC%=SC%+1:time=time-1:PRINTTAB(5,31);SC%:TAB(19,31);tim
e;" ":
340IF time<=0 death=TRUE ELSE IF time<30 SOUND&13,2,1,255
350MOVEPX%,PY%:GCOL0,2
360IF opt PROCkeys ELSE PROCjoystick
370PX%=PX%+IX%:PY%=PY%+IY%:IF POINT(PX%,PY%)>1 death=TRUE
380DRAWPX%,PY%:ENDPROC
390DEFFPROCkeys
400IF INKEY(-98)ANDABS(IX%)=0 IX%=-I%:IY%=0
410IF INKEY(-67)ANDABS(IX%)=0 IX%=I%:IY%=0
420IF INKEY(-105)ANDABS(IY%)=0 IY%=-I%:IX%=0
430IF INKEY(-73)ANDABS(IY%)=0 IY%=I%:IX%=0
440IF INKEY(-90) PROCfreez
450ENDPROC
460DEFFPROCjoystick
470A1=ADVAL(1):A2=ADVAL(2)
480IF A1>=52000 AND ABS(IX%)=0 IX%=-I%:IY%=0
490IF A1<=52000 AND ABS(IX%)=0 IX%=I%:IY%=0
500IF A2>=52000 ANDABS(IY%)=0 IY%=-I%:IX%=0
510IF A2<=52000 ANDABS(IY%)=0 IY%=I%:IX%=0
520IF (ADVAL(0)AND3)>0 PROCfreez
530ENDPROC
540DEFFPROCcomp_move
550GCOL0,3:R1=RND(50)
560MOVECX%,CY%
570a=0:b=0:c=0:d=0
580PROCtest
590IF DIR=1 CIX%=0:CIY%=CIX%
600IF DIR=2 CIX%=CIX%:CIY%=0
610IF DIR=3 CIX%=0:CIY%=-CIX%
620IF DIR=4 CIX%=-CIX%:CIY%=0
630CX%=CX%+CIX%:CY%=CY%+CIY%:IF POINT(CX%,CY%)>1 win=TRUE
640DRAWCX%,CY%:ENDPROC
650DEFFPROCtest
660IF POINT(CX%,CY%+IX%)>1 a=1
670IF POINT(CX%+IX%,CY%)>1 b=1
680IF POINT(CX%,CY%-IX%)>1 c=1
690IF POINT(CX%-IX%,CY%)>1 d=1
700e=SGN(PX%-CX%):f=SGN(PY%-CY%)
710IF DIR=1 PROCcompute1 ELSE IF DIR=2 PROCcompute2 ELSE I
F DIR=3 PROCcompute3 ELSE PROCcompute4
720ENDPROC
```





```
730DEFPROCcompute1
740IF (a=1 ANDb=1) ANDd=1) win=TRUE:ENDPROC
750IF (a=1 ANDb=1)OR(b=1 ANDe ANDR1<20) DIR=4:ENDPROC
760IF (a=1 ANDd=1)OR(d=1 ANDe=1 ANDR1<20) DIR=2:ENDPROC
770IF (b=1 ANDd=1) DIR=1:ENDPROC
780IF a=1 DIR=(e=1)*-2+(e=-1)*-4+(e=0)*-2:ENDPROC
790IF (a=0 ANDb=0 ANDd=0 ANDR1<10) DIR=(e=1)*-2+(e=-1)*-4+
(e=0)*-1
```

```
800ENDPROC
810DEFPROCcompute2
820IF (a=1 ANDb=1 ANDc=1) win=TRUE:ENDPROC
830IF (b=1 ANDc=1)OR(c=1 ANDf=1 ANDR1<20) DIR=1:ENDPROC
840IF (a=1 ANDb=1)OR(a=1 ANDf ANDR1<20) DIR=3:ENDPROC
850IF (a=1 ANDc=1) DIR=2:ENDPROC
860IF b=1 DIR=(f=1)*-1+(f=-1)*-3+(f=0)*-3:ENDPROC
870IF (a=0 ANDb=0 ANDc=0 ANDR1<10) DIR=(f=1)*-1+(f=-1)*-3+
(f=0)*-2
```

```
880ENDPROC
890DEFPROCcompute3
900IF (b=1 ANDc=1 ANDd=1) win=TRUE:ENDPROC
910IF (c=1 ANDd=1)OR(d=1 ANDe=1 ANDR1<20) DIR=2:ENDPROC
920IF (c=1 ANDb=1)OR(b=1 ANDe ANDR1<20) DIR=4:ENDPROC
930IF (b=1 ANDd=1) DIR=3:ENDPROC
940IF c=1 DIR=(e=1)*-2+(e=-1)*-4+(e=0)*-4:ENDPROC
950IF (b=0 ANDc=0 ANDd=0 ANDR1<10) DIR=(e=1)*-2+(e=-1)*-4+
(e=0)*-3
```

```
960ENDPROC
970DEFPROCcompute4
980IF (c=1 ANDd=1 ANDa=1) win=TRUE:ENDPROC
990IF (d=1 ANDa=1)OR(a=1 ANDf ANDR1<20) DIR=3:ENDPROC
1000IF (c=1 ANDd=1)OR(c=1 ANDf=1 ANDR1<20) DIR=1:ENDPROC
1010IF (c=1 ANDa=1) DIR=4:ENDPROC
1020IF d=1 DIR=(f=1)*-1+(f=-1)*-3+(f=0)*-1:ENDPROC
1030IF (c=0 ANDd=0 ANDa=0 ANDR1<10) DIR=(f=1)*-1+(f=-1)*-3+
(f=0)*-4
```

```
1040ENDPROC
1050DEFPROCwin
1060SOUND&11,0,0,0:SOUND&12,0,0,0:
SOUND&13,0,0,0:SOUND&1,6,10
1070SC%=SC%+time:PROCwait(8000)
```

```
1080ENDPROC
1090DEFPROCdeath
1100SOUND&11,0,0,0:SOUND&12,0,0,0:SOUND&13,0,0,0
1110VDU19,0,7,0:PROCwait(300):VDU19,0,0,0:
1120SOUND&1,6,10:PROCwait(1000):CLS:FX15
1130PROCinf("TOUGH LUCK BLUE CYCLE",8,10)
1140PROCinf("YOU DEREZZED "+STR$(killed)+" WARRIORS",8,14)
1150IF SC%>HIZ HIZ=SC%
1160COLOUR2:PRINTTAB(3,23)"PRESS SPACE BAR OR FIRE TO REPLA
Y"
```

```
1170PROCoption
1180ENDPROC
1190DEFPROCinf(A$,X,Y)
1200FOR A=1 TO LEN(A$):PRINTTAB(X+A,Y)MID$(A$,A,1)
1210SOUND&10,-15,6,1:PROCwait(200):NEXT
1220ENDPROC
1230DEFPROCwait(T%)
1240FOR del%=1 TO T%:NEXT
1250ENDPROC
1260DEFPROCfreez
1270SOUND&11,0,1,1:SOUND&12,0,1,1
1280REPEATUNTIL(ADVAL(0)AND3)=0
1290REPEATUNTILINKEY(-106)OR(ADVAL(0)AND3)>0
1300PROCwait(1000)
1310ENDPROC
1320DEFPROCoption
1330REPEAT
1340REPEAT
```

```
1350A=INKEY(0):B=ADVAL(0)AND3
1360UNTIL (A=32ORA=81ORA=83) OR B>0
1370IF A=81 THEN *FX210,1
1380IF A=83 THEN *FX210
1390UNTIL A=32 OR B>0
1400IF A=32 opt=-1 ELSE opt=0
1410ENDPROC
1420DEFPROCMAT(I%,E%):GCOL3,3
1430VDU29,I%,E%;
1440SOUND&11,0,0,0:SOUND&10,-15,7,255
1450FOR F=0 TO 9
1460U%(0,F)=(RND(30)-15)*250:U%(1,F)=(RND(30)-15)*250:Q=U%(
0,F)
```

```
1470W=U%(1,F):PLOT69,Q,W:PLOT69,Q+4,W:PLOT69,Q,W+4:PLOT69,Q
+4,W+4:NEXT
1480FOR G=1 TO 3
1490FOR F=0 TO 9
1500Q=U%(0,F):W=U%(1,F)
1510SOUND&11,0,20+(G*10+F)*4,2
1520PLOT69,Q,W:PLOT69,Q+4,W:PLOT69,Q,W+4:PLOT69,Q+4,W+4
1530Q=Q*.2:W=W*.2
1540PLOT69,Q,W:PLOT69,Q+4,W:PLOT69,Q,W+4:PLOT69,Q,W+4
1550U%(0,F)=Q:U%(1,F)=W
1560NEXT:NEXT
1570FOR F=0 TO 9
1580Q=U%(0,F):W=U%(1,F):PLOT69,Q,W:PLOT69,Q+4,W:PLOT69,Q,W+
4
1590PLOT69,Q+4,W+4:SOUND&11,0,0,0:VDU29,0,0,0:PLOT69,I%,E%
1600NEXT
1610SOUND&11,0,0,0:SOUND&10,0,0,0:VDU29,0,0,0:PLOT69,I%,E%
1620ENDPROC
```